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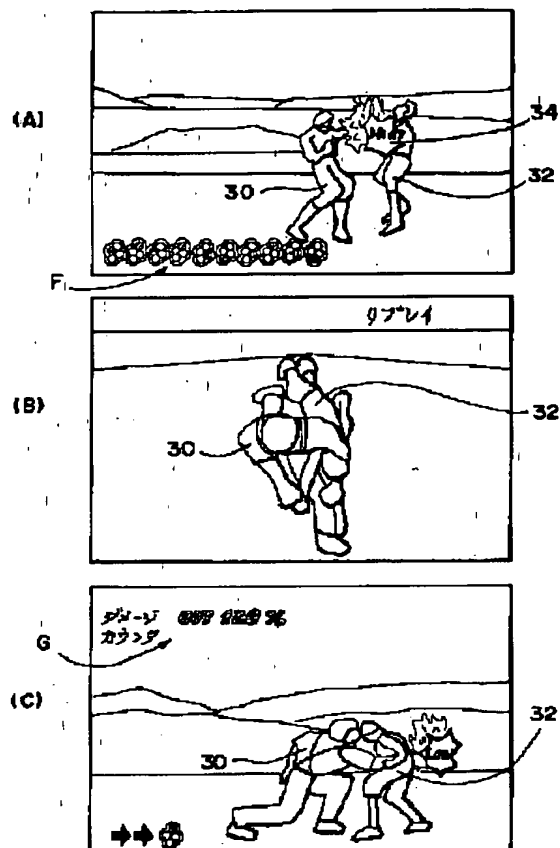
APPLICATION DATE : 07-03-96
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TITLE : IMAGE COMPOSING METHOD AND
GAME DEVICE



ABSTRACT : PROBLEM TO BE SOLVED: To easily learn operation procedures for causing a game character to perform various motions by showing a hit mark at the hit position of an attack, upon a player's selection of a practice mode.

SOLUTION: When a practice mode is selected via a controller, a practice menu screen appears and shows the image where a player's operated game character 30 and a computer operated hostile game character 32 fight each other. Then, when the game controller is operated and an attack by one character 30 or 32 hits the other character, a hit mark 34 is indicated at a hit position. When a punch hits the intermediate part of the hostile character 32, for example, the hit mark 34 including the symbol Mid to show the intermediate part is shown at the hit position. As a result, a player can know the position of the hostile character 32 where the punch hits.

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